

GAMEBOY ADVANCE

AGB-BG9E-USA

GARFIELD

and his NINE LIVES



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



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Rev-D (L)



LICENSED BY





GARFIELD



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INTRODUCTION

After eating another huge meal, Garfield is ready for a long nap with a full belly. As he falls asleep, he starts having some very strange dreams as a result of overeating right before his nap. Each dream is crazier than the last. Help Garfield through this nightmare adventure by guiding him safely through each of his nine lives.



GETTING STARTED

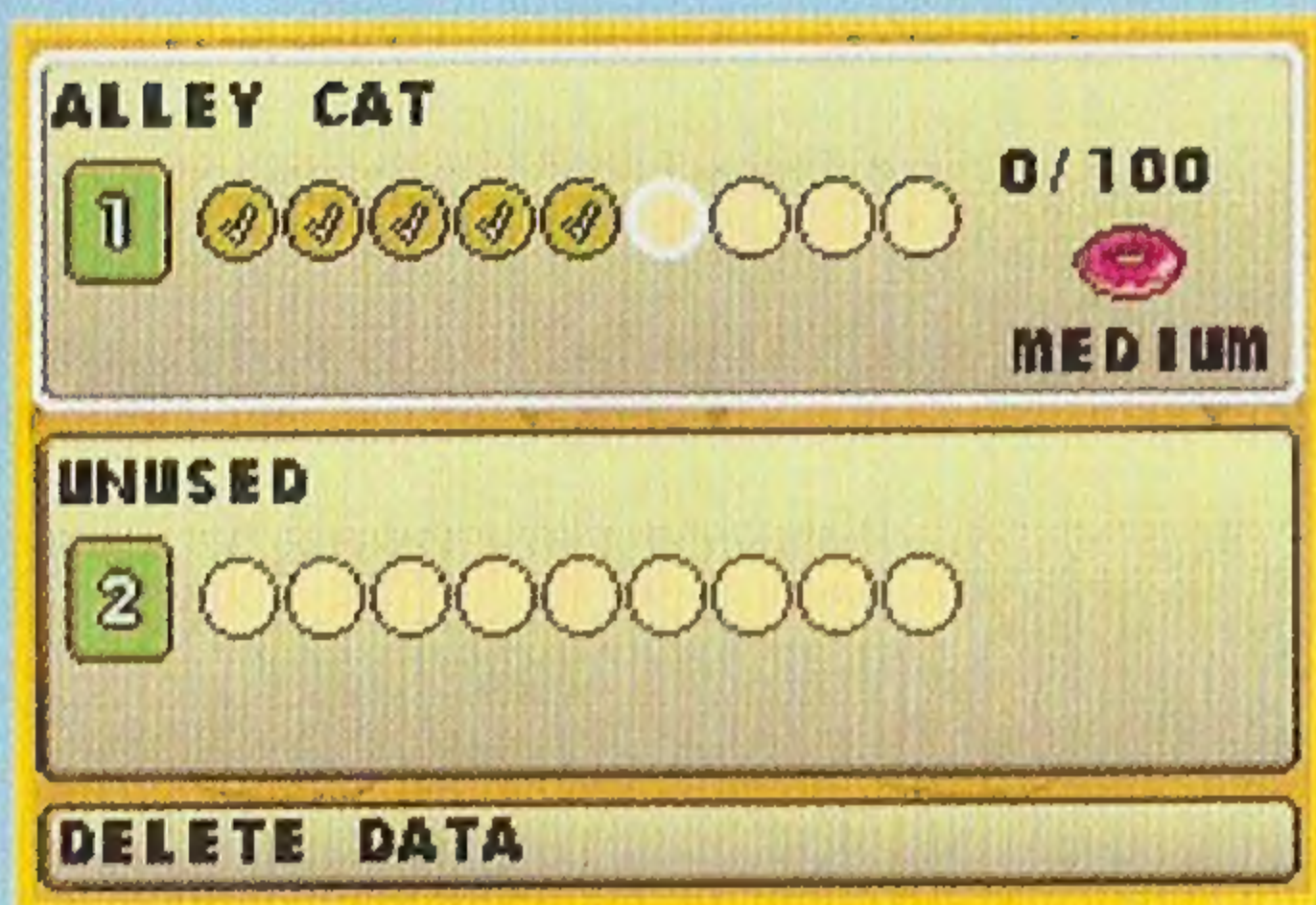
1. Turn OFF the Power switch of your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Garfield Game Pak into the Game Pak Slot of the Game Boy® Advance. Press firmly to lock the Game Pak in place.
3. Turn the Power switch ON. The Game Boy® Advance Screen will appear followed by license screens and the Language Selection Screen (if you do not see them, start again from step 1).
4. Select your language and then press the A Button to go to the Main Title Screen.
5. Press the A Button or START to go to the Main Menu.



MAIN MENU

In the Main Menu, press the A Button to choose the highlighted option. Change the option by pressing +Control Pad Up or Down. There are two options in the Main Menu: Play Game and Options.





PLAY GAME

In this menu there are two Save Slots. If you have not played the game before, both Save Slots will indicate “NO DATA”. Choose one of the Slots to begin a new game and select the difficulty. If you have played the game before, the name of the last level you have reached will appear in a Saved Slot. From a Saved Slot that has a level name, you can play that specific level or any previous levels. You can change the selected Save Slot with +Control Pad Up or Down. Once you are on the selected Save Slot, you can change the selected level with +Control Pad Left or Right. When you have selected the level you want to play, press the A Button to start playing it. Pressing the B Button will take you back to the Main Menu. To delete a Save Slot, highlight “ERASE DATA”, press the A Button, and then use the +Control Pad to select the slot you wish to delete. **WARNING:** once data has been deleted it cannot be recovered.

OPTIONS

The Options Menu allows you to adjust the audio settings in the game. The “Credits” option shows you who produced the game.

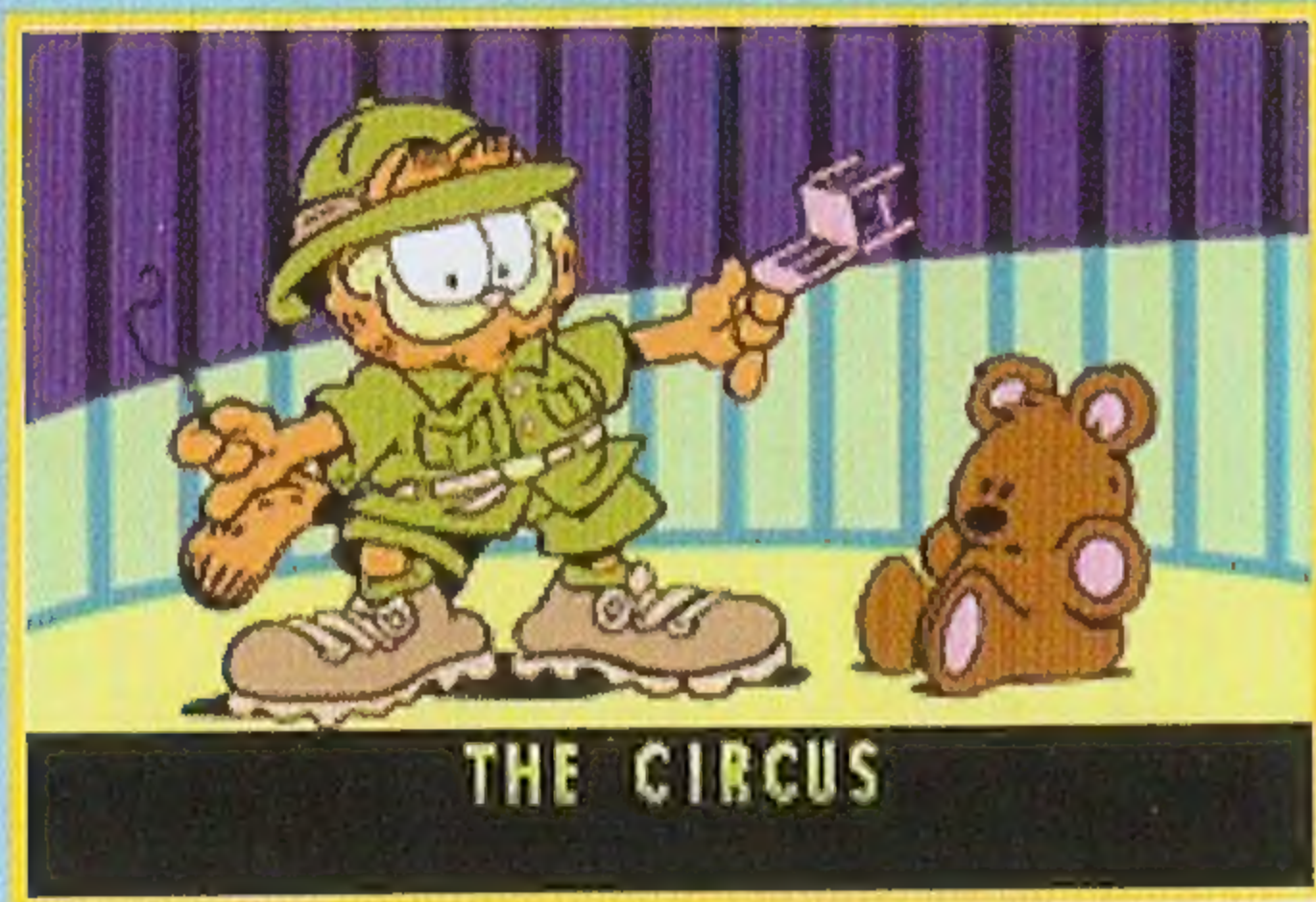


GAME CONTROLS

Move Garfield around with +Control Pad in all levels. Pressing +Control Pad Down will make Garfield duck. While ducking, he can crawl left and right. Once +Control Pad Down is released, Garfield will stand up again. Pressing +Control Pad Up will make Garfield look up, and the camera will move upwards.

Press the A Button to make Garfield jump. You can move Garfield and change direction while jumping. The B Button is used for Garfield's attack. When it is pressed, Garfield will kick. If the B Button is pressed while in the air, Garfield will deliver a kick in mid-air. Garfield also has two special moves: the shoulder charge and the elbow slam. The shoulder charge is done by pressing and holding either the L Button or the R Button while pressing +Control Pad Left or Right. This allows Garfield to break walls, doors and crates. The elbow slam is done by pressing and holding +Control Pad Down while in the air. This allows Garfield to break floors and crates.





INTRO SCREENS

Each level begins with an Intro. These scenes explain Garfield's situation in his adventure and what he needs to do to complete the level.



PAUSE MENU

You can press START to pause the game at any time during the action. The Pause Menu allows you to Continue or Quit the game.





GAME SCREEN ELEMENTS

During the game, certain icons appear on screen providing information about Garfield:



Health: Garfield can collect trays of lasagna to increase his health (unless Difficulty is set to HARD). When he loses his health, Garfield loses a life.



Lives: The number of lives Garfield has left. If Garfield dies while the counter is down to zero, the game is over.



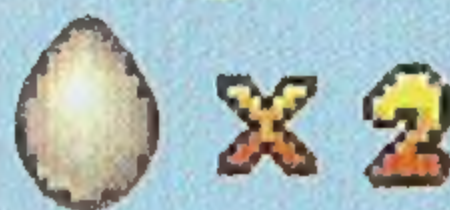
Food counter: The amount of food Garfield has found in the level.



Pooky: This will appear on screen when Garfield has found the special Pooky that appears once in every level.



Key: It will appear on screen when Garfield has picked up a key. Garfield can unlock doors when he has a key.



Egg counter: The amount of eggs Garfield has found in the "Arbuckle Farm" level.



Cat counter: The number of cats Garfield has freed in the "Obedience Class" level.



Boss meter: The amount of remaining hits before Garfield defeats the enemy in any of the 3 "Boss" stages.



HINTS

- Besides fighting off nasty enemies, Garfield must avoid environmental hazards during his adventure. Look out for falling objects, steam gusts and other items that could be dangerous for Garfield.
- Some crates, walls and floors can be broken and lead to shortcuts and secret areas. Use Garfield's special moves to bust through them.
- Search for secret areas and hidden rooms. This is sometimes the only way to collect all the food or find the hidden Pooky in each level.





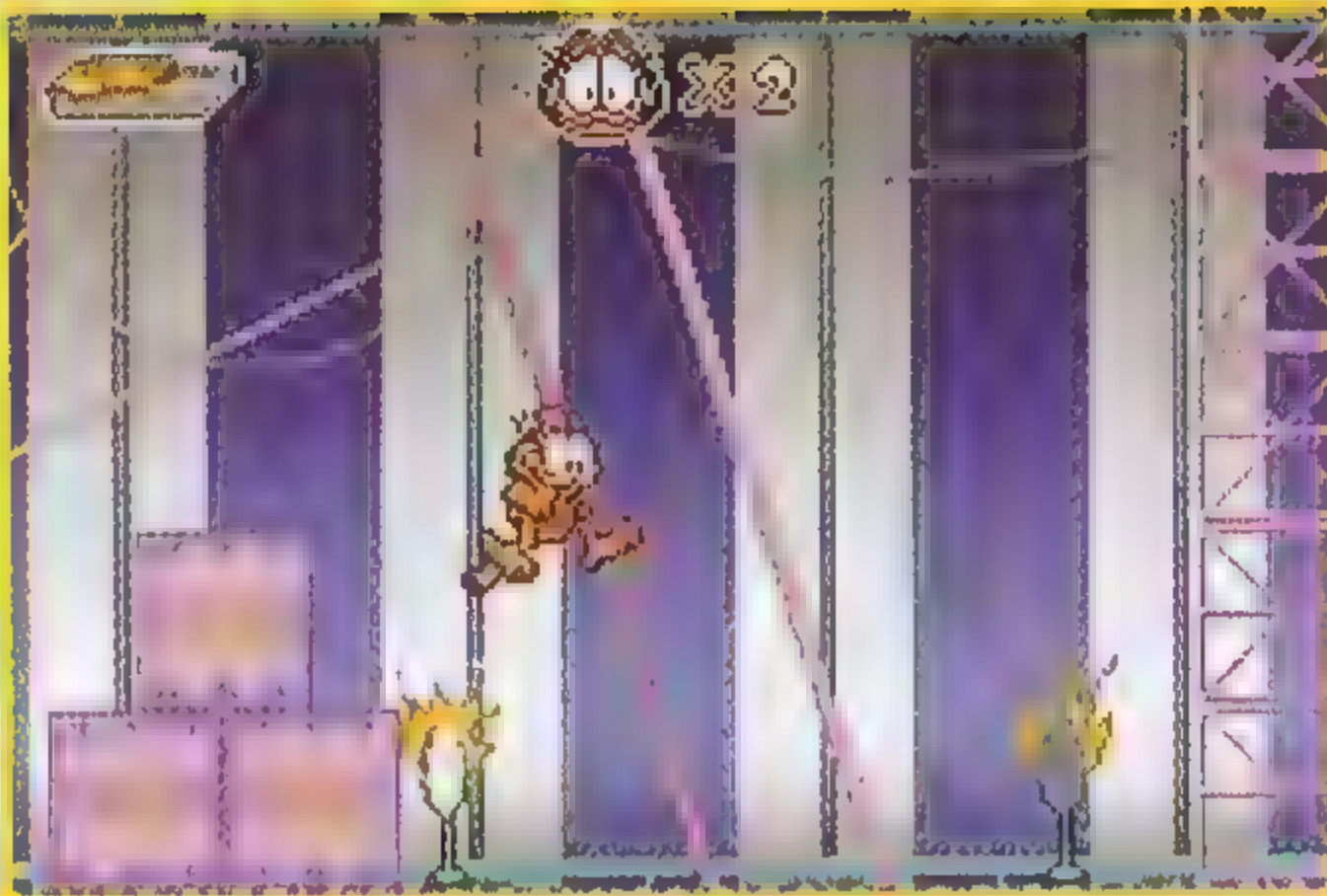
ARBUCKLE FARM

Things have run amuck on Arbuckle farm. Garfield must find and collect the missing eggs and chase away the foxes that have been scaring the chickens. Garfield must also avoid obstacles such as rakes that will pop up and hit him if he steps on them. Press the B Button to kick the foxes before they swipe at Garfield with their tail.



HAUNTED HOUSE

The door has slammed shut behind Garfield as he finds himself inside a scary haunted house. He must find the key to unlock the door in order to escape. Garfield must avoid or fight ghosts and bats as he sneaks through the house. Press the A Button to jump and then the B Button to kick a ghost or bat while they are in the air.



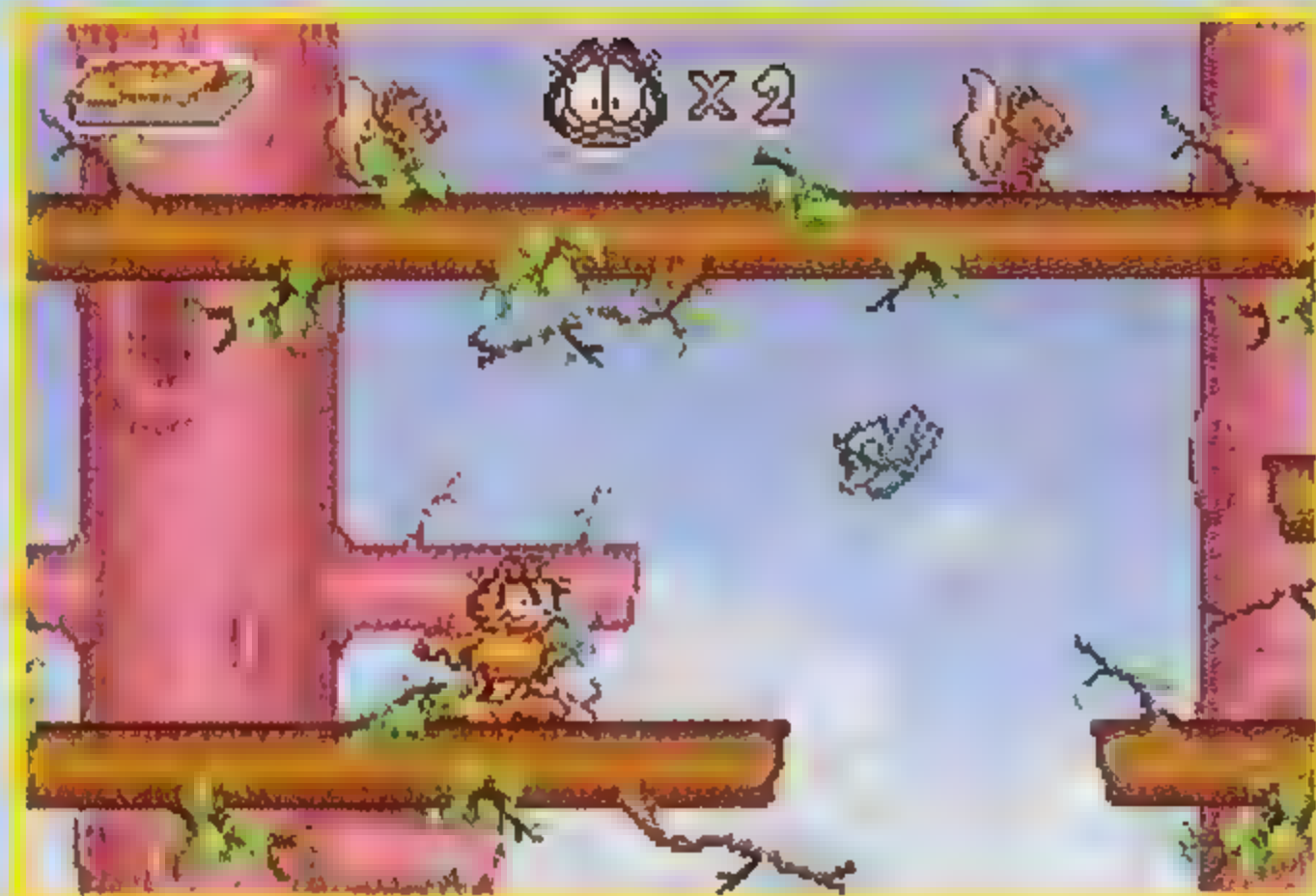
THE CIRCUS

Things are literally falling apart at the local circus. Garfield must escape the dangerous big top and find the exit. Along the way, he must avoid pie-throwing monkeys, falling objects and other obstacles. Press the A Button to jump and land on a trampoline so that Garfield will jump even higher in the air.



SPIDERS IN THE SEWERS

Garfield hates spiders and has chased one into a pipe. In his hurry he has gotten lost in the sewers, but he is not alone. Help Garfield find his way back to the surface. Watch out for rats scurrying on the floor and giant spiders dropping from the ceiling.



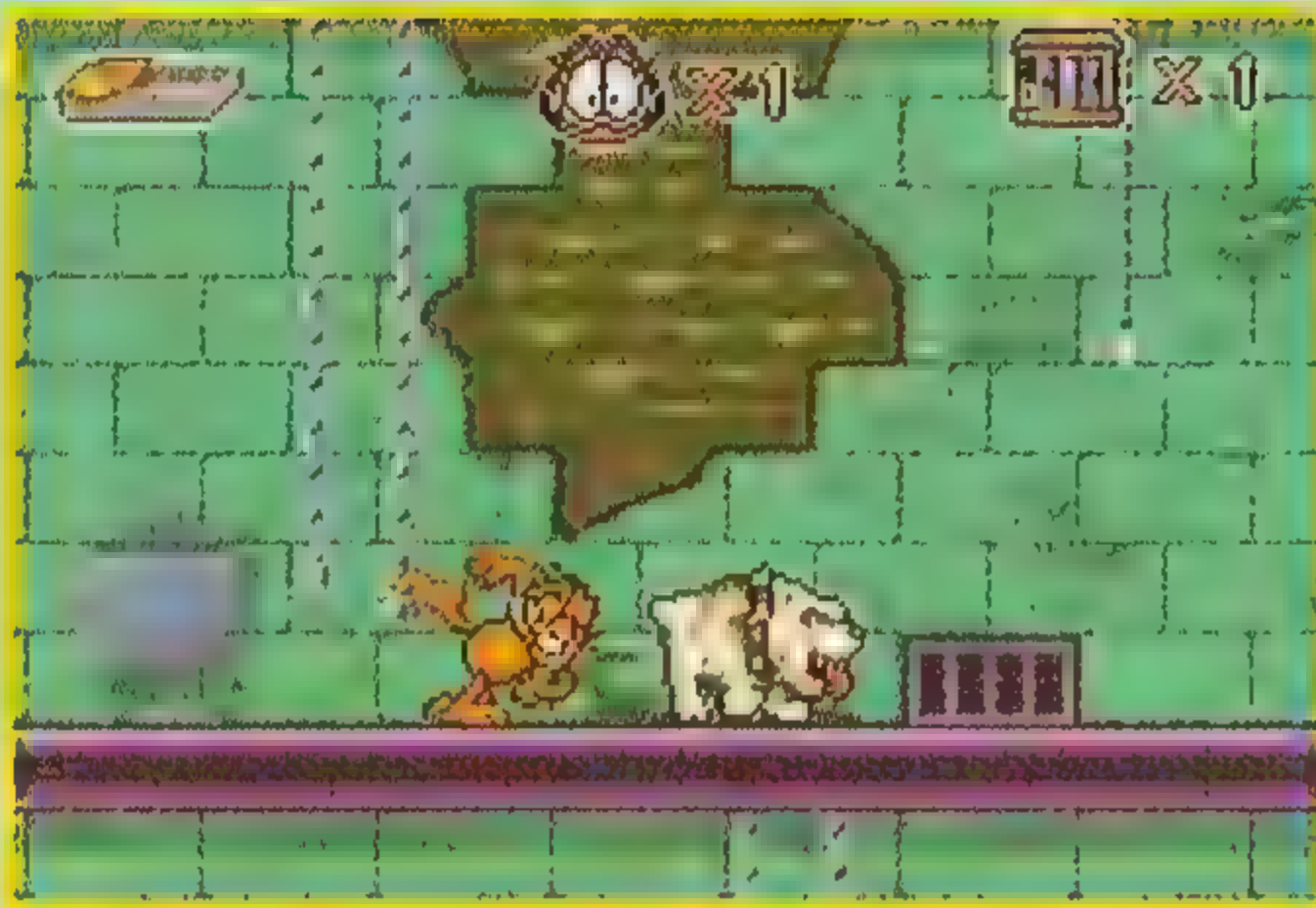
UP A TREE

Nermal is stuck up a tree. Garfield must climb up a few trees with lower branches in order to get to the large tree where the stranded kitten is. Along the way he must avoid squirrels, birds and falling nuts. Be careful. Some branches are weak and will break if Garfield stands on them for too long.



ALLEY CAT

Garfield is looking for the local bully, Harvey, who has been bothering Arlene. Guide Garfield through the back alley avoiding falling obstacles from the buildings above. Garfield will have to face a number of tough cats and dogs as he makes his way through the mean streets. Press the A Button to make Garfield kick the alley cats and dogs.



GUARDIAN CLASS

Garfield is dropped off at a pet boarding house that turns out to be more like a pet prison. Left alone for a moment, Garfield has his chance to escape. But he chooses not to until his fellow felines are freed as well. Help Garfield find and free all the cats in cages hidden throughout the level. While freeing the cats, watch out for the large guard bulldogs that patrol the building.



DR. DUPES AND THE ODE CLONES

Dr. Dupes has kidnapped Odie and plans to clone him. It is up to Garfield to rescue his canine friend. As Garfield searches the lab for Odie, he must avoid the Odie clones that have already been created. Avoid mechanical obstacles in the lab while helping Garfield find the key that will unlock the room where Odie is being kept.



KITCHEN CAT-ASTROPHE

Back home, Garfield must defeat an army of angry food. Celery, tomatoes, carrots and jars of mustard have taken over the house. Help Garfield fight his way from room to room in order to find out where the disgruntled food is coming from.

BOSS STAGES

Every three levels Garfield must face and defeat a boss. These characters are tougher than the average enemy and sometimes require special moves to be beaten. The "Boss" stages must be completed for Garfield to continue his adventure.





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